

CAPTAIN OF INDUSTRY

LOADING INSTRUCTIONS--

TYPE LOAD "1",8 then press RETURN.

TYPE RUN then press RETURN. Choose the game you wish to play from the menu.

JIMMY THE SELF MADE MAN

For 1 or 2 players (2 player co-operative version)

THE OBJECTIVE OF THE GAME:

To run a shop of various goods, with efficiency and profitability being the measures of success which will take you to higher levels.

DESCRIPTION OF GAME:

Jimmy Self Made Man is played on 5 different levels

LEVEL 1: Toy shop

LEVEL 2: Clothes

LEVEL 3: Bookshop

LEVEL 4: Leisure time electronics

LEVEL 5: Computer shop

At the start, Jimmy buys his first shop with his starting capital of 500. Out of this, he must buy his stock, and pay fixed costs. He must choose between hiring an assistant or buying a computer to help him. If he has a computer, his capital is continuously displayed and at the end of every day he can order new supply. If the player decides not to buy a computer, the assistant helps him selling (two joystick version), but has to be paid regularly. Ordering in this case can be done at the end of each month. Retail price is optional--10,20 or 30% higher than wholesale, so you can decide your own profit rate. He can make the occasional mid point sale if he finds an overstock. There is a possibility on levels 2 to 5 to raise a bank loan with 15% interest rate. You also have the option to buy insurance at each level. At month end, [month = 5 days] his capital is revised. If the amount is twice the starting amount, advance to the next level.

PURCHASING GOODS: Goods are displayed in color graphics, each with a caption "pcs.1". With the joystick pushed up, you can raise the number of pieces. Scrolling of goods is done by pushing the joystick left/right; select items by pushing fire button.

SELLING GOODS: Screen shows interior of shop, with shelves in the background. What the customer wants to buy is displayed in a bubble like a cartoon. Jimmy has to go to the shelf and operate the rotation system. This means the player has to keep in mind what he has in stock. Once he finds what he was looking for he takes it off the shelf and takes it over to the customer who leaves happily.

If he does not have the item in stock, you have several options. You tell the customer you are out of stock, or that you are out but will have it available to morrow. Remember--if you don't have a computer, you cannot order anything until the end of month.

REPUTATION: Each successful business transaction raises your reputation. On the other hand, if the customers leave disappointed, then you lose your reputation gradually.

SCREENS: Shelves are designed to fit the product. The largest part of the screen shows shop interior with shelves in background. Upper section is information area with bar graph indicating reputation. Display of capital is indicated in a two fold way: if you have a computer, your capital is continuously updated to current situation; if you haven't the initial sum will be updated during each month. Where necessary, part of the screen swaps over to a close up view of the shelves.

LEMONADE STAND

DESCRIPTION:

The objective of this game is to make the maximum profit during the summer, by selling cups of lemonade. Making the right decisions when buying ingredients and setting the selling price will help you achieve it.

In order to start your business, you borrowed ten dollars from your parents. You will have to pay back this loan when you decide to close your business or at the end of the summer (4 weeks).

You will see the weather forecast everyday. Use this information to estimate the cups of lemonade you can sell the next day and then decide the amount of ingredients needed to prepare them. The temperature will always be between 60 degrees (cold) and 95 degrees (real hot).

The ingredients you will be buying are: lemons, sugar and cups. You will not have to pay for the water because your parents will give it to you. The initial loan will only be enough to buy 2 pounds of lemons, 2 pounds of sugar and 2 bags of cups. In the morning, when the real weather conditions are known, you can buy more ingredients. However, you will be charged an extra dollar for special delivery.

The next step is to set your selling price. You see your cost of making a cup of lemonade. With that information, you will decide the price for the day.

GLOSSARY:

- cost-- Money paid for ingredients
- price-- Money received from sales
- sales-- Total money received
- income-- The difference between sales and cost: loss or profit
- loss-- Spent more money than received
- profit-- Received more money than spent

Additional instructions are part of the program.

OIL MAGNATE

PLAYING THE GAME:

You are first asked to name your fledgling company. You begin with \$1,000,000 capital from your bank, which you must repay at the end of the ten periods. Each time you are asked to make a choice or enter a value, press the appropriate key(s) and press RETURN. You can always return to the prior question by pressing the DEL (delete) key.

First you must choose which sites on the screen you wish to explore and drill. Geological reports are available to help you make the decision. The more expert a geologist you choose, the more expensive the report. Of course, the more expert the geologist, the higher the probability of his report being correct. Using this report, you can choose a possible site for drilling. The estimated production in barrels and the estimated depth to which you will have to drill to extract these barrels is displayed. Based on this information, you can choose to either drill a well on the site or not. You have three opportunities per period to drill a well on a site, and the costs of drilling the well will depend on depth of drilling and the type of equipment you decide to purchase.

Different equipment will have different useful lives. Therefore, you must keep in mind the length of time you will be able to use the equipment and weigh that factor against the cost of the equipment against your available cash resources. You must then decide how far down to drill in increments of 100. Once you decide that this well is dry, you can type in a -0- to terminate drilling operations. If you do strike oil, the quantity of the well is expressed in barrels of production.

Now that you have found oil, your next decision is whether to extract it right away and in what quantities. By not choosing to extract the maximum production, you create reserves to be extracted and sold in subsequent periods. The speed with which you can extract your oil depends on the type of equipment you purchase -- again, there are varying costs of equipment which need to be weighed against cash flows.

Following these various decisions, the amount of money which you have made based on the various production going on the the different sites you have chosen is displayed. The price per barrel may change from period to period, just as it would in real life. You will see a display of income resulting both from the sale of oil or the sale of reserve wells (wells which still had oil but which you chose not to extract

and sold instead) balanced against your c costs of exploration and production. In this way, at the end of each period you will see if you have made a profit or a loss. During this time, you can request a summary of sales, reserves, and a display of the balance sheet which details your financial condition. If you run out of capital and have no reserve wells to sell, your oil company is bankrupt. Once you have either finished the ten periods or bankrupted your company, you are given the choice of starting the game anew.

More intructions are available on the disk.

Any Questions?

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